

ABSTRACT OF THE DISCLOSURE

A method of generating a new path to a destination node (29G) in a virtual environment comprising a plurality of nodes (29A-G). The method comprises nodal information identifying one or more nodes associated with a previously created path to said destination node, dynamically reconfiguring the topology of the virtual environment to define a start node (29A) for said new path, and processing said stored nodal information to determine the new path to said destination (29G) by including at least one node of said previously created path.